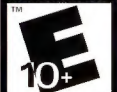


# SONIC UNLEASHED™



EVERYONE 10+  
ENFANTS ET ADULTES 10+



CONTENT RATED BY  
CONTENU ÉVALUÉ PAR  
**ESRB**

**SEGA®**

## **⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion.
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Sonic Unleashed*™. Please note that this software is designed for use with the PlayStation®3 system. Be sure to read this software manual thoroughly before you start playing.

# **SONIC UNLEASHED™**

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For full manual contents please go to:  
<http://dl.sega.com/manuals/ps3/SonicUnleashed>

Please note that this manual was written while the game was in production, so some screenshots may differ from those of the final product.



## NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

## GETTING STARTED

### PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Sonic Unleashed*™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.



**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

### Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

# BASIC CONTROLS

## MENU/WORLD MAP

<b>left stick</b>	Make Selection.
<b>X button</b>	Enter Selection.
<b>A button</b>	Cancel/Return.
<b>□ button</b>	Advance Time (World Map only).
<b>L1 / R1 button</b>	Switch Character (Status Screen only).

## DAYTIME ACTION STAGES

### Walk/Run

### left stick

In 3D view, push the left stick **↑** to run forwards and **←** or **→** to steer. In 2D view, push the left stick **←** or **→** to progress through the course. Push the stick a little to walk, or all the way to run. To brake, push the stick in the reverse direction.



### Rotate Camera

### right stick

Move the right stick to rotate or pan the camera around the character.

### Jump

### X button

Press the **X** button to jump and spin in the air to avoid crevices and ground obstacles. The Spin Attack can also damage enemies and break certain objects that will occasionally reveal hidden items or devices.



### Wall Jump

### X button, while running towards wall

In 2D view, jump towards a wall at speed and Sonic will cling to it momentarily. Press the **X** button again to kick off from the wall. When there are two facing walls in close proximity, Sonic can climb to the top.



## Sonic Boost

Ⓔ button

When there is Energy remaining on the Ring Energy Gauge, press the Ⓔ button to temporarily increase speed beyond the sound barrier. During Sonic Boost, Sonic is protected by an energy shield that lets him smash enemies and breakable obstacles, and attracts nearby Rings.



## Homing Attack

Ⓔ button, during Jump

If a green reticle becomes visible over an enemy or a device, etc. during a jump, press the Ⓔ button to immediately home in and attack. Using the left stick gives you limited control of the direction of the Homing Attack when there is more than one possible target.



## Crouch/Slide

Ⓔ button

Press the Ⓔ button while stationary to crouch down, allowing Sonic to crawl under lower surfaces. Alternatively, press the Ⓔ button while running to slide straight ahead, knocking enemies and other smaller obstructions out of the way.



## Foot Sweep

Ⓔ button repeatedly

Press the Ⓔ button repeatedly to perform a Foot Sweep. This can be handy for clearing obstacles in your path.

## Stomping

Ⓔ button during Jump

Press the Ⓔ button during a jump to slam vertically down causing a destructive shockwave.

## Sonic Drift

Ⓔ button, while running left/right

Hold the Ⓔ button while running left or right to perform Sonic Drift, enabling you to take tighter corners at speed.

## Lightspeed Dash

Ⓐ button

Approach a path of Rings and press the Ⓐ button to follow the path while collecting the Rings in the process, even through mid-air. Use this technique to reach hard to access areas.



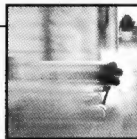
## Quick Step

L1 / R1 button

While running in 3D, press the L1 or R1 button to quickly skip to the left or right while continuing to move in the same direction. Use Quick Step to avoid walls or obstacles that suddenly obstruct your path.

The same controls are used to switch rails while grinding.

**\*Please note:** Some of these moves must be unlocked during gameplay.



## REAL TIME INTERACTION

Sometimes you will see one or more button icons appear on devices or in the center of the screen. You then have a limited amount of time to press the button, or buttons in the correct sequence as displayed to perform the action correctly. Incorrect entry will at best cost you an advantage, and at worst one of your lives.

## NIGHTTIME ACTION STAGES

### Walk

left stick

Use the left stick in all directions to walk around the gamefield. Push the left stick a little to walk slowly, or all the way to walk a little quicker.



### Dash

R2 button

Hold down the R2 button while walking to run at greater speed on all fours.



### Rotate Camera

right stick

Move the right stick to rotate the camera around the character. In some cases the camera will only pan, not rotate.

### Jump

ⓧ button

Press the ⓧ button to jump. Press again while in mid-air to perform a double-jump which allows you to jump further and reach high up areas.



## Grab

Enemies and certain objects can be picked up and manipulated. When the reticle appears, press the **○** button to grab an object. Pressing the **○** button again puts the object down, whereas pressing the **×**, **□** or **△** button performs a throw or attack. Depending on your skill level, a variety of attacks can be performed on grabbed enemies. Pushing the **○** button when you have grabbed an enemy also performs an attack.

## ○ button



Additionally, a number of ledges and poles can be grabbed hold of, enabling Sonic to climb or swing to an otherwise inaccessible area. Approach a ledge from below and press the **○** button to take hold when the reticle appears. You can then use the left stick **←/→** to shimmy sideways, or **↑** to climb up. While hanging from a ledge or vertical pole, press the **□** or **△** button to release your grip, or the **×** button to jump by kicking off of it. When swinging from a horizontal bar, press the **×** button at the correct time to swing towards the next bar or a ledge. You can push **↓** while shimmying along a ledge to hang off of it.

## Attack

## □/△ button



Start an attack combo with either the **○** button or the **△** button to attack enemies. Starting a combo with the **○** button leads to circular attacks, which generally do damage in a wide area around Sonic. Starting a combo with the **△** button leads to straight attacks which generally do heavier damage to enemies in front of Sonic. Once you start a combo with the **○** or **△** buttons, you can mix in the **□**, **△**, **×** and **○** buttons as you please. You can also hold down the **□** button or the **△** button to build up a charged attack.

Check the possible Command List from the Pause Menu, or alternatively just experiment and explore the set of possible combat combos on your own! As Sonic gains Experience, he will be able to access a wider variety of attacks.

## Guard

## L1 button



During combat, hold down the **L1** button to protect yourself from enemy attacks. It's no longer effective once the Shield Gauge runs out.

Combine the **L1** button with the left stick to guard while on the move. Additionally, pressing the **×** button while guarding will perform a forward roll.

## Activate Unleashed Mode

## R1 button



When the Unleash Gauge is full, push the **R1** button to enter the Unleashed state. During this time, Sonic is able to deal much greater damage to enemies, and is temporarily invincible.

## POWER-UP ATTACKS

As Experience is allotted to different skills, new power-up attacks will become available. See **Skills** in the Pause Menu for full details.

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Backing vocals by Erik Chandler of Bowling For Soup

Lyrics by Jaret Reddick / Music by Tomoya Ohtani

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